



UEFA
**CHAMPIONS
LEAGUE®**
2006-2007

OFFICIAL VIDEOGAME



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

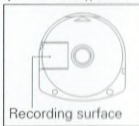
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

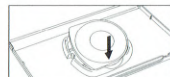


Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.



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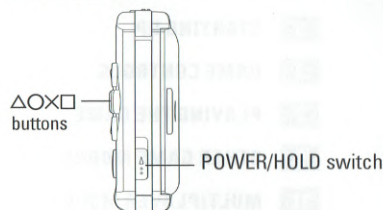
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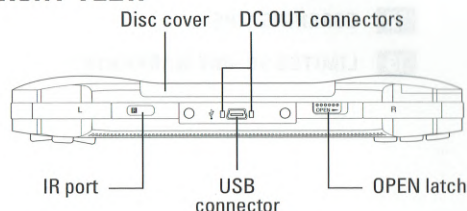
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GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the **OPEN** latch to open the disc cover. INSERT the *UEFA Champions League 2006-2007* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **○** button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

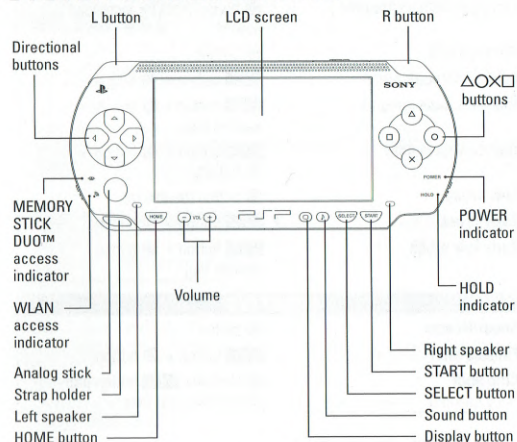
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



GAME CONTROLS

Storm the European soccer front with *UEFA Champions League 2006-2007*. Take the helm of your favorite European club and see if you have what it takes to sweep one of soccer's most prestigious prizes—The Treble.

OFFENSE/ATTACKING

DRIBBLING	
Move player	Analog stick
Sprint	R button (hold)
Stop ball	Analog stick (release) + R button
Pace control	SELECT button
Trigger run	L button (double tap)
First touch	L button + Analog stick (before receiving the ball)
Knock on	L button + Analog stick (while running)

NOTE: The longer you move and hold the Analog stick during a first touch the further the ball travels.

OFFENSE/ATTACKING (CONT.)

PASSING

Short pass/Header	ⓧ button (hold to pass to the further of two players)
Long pass/Cross/Header	Ⓜ button (hold for increased power)
Through ball	ⓐ button
Lobbed through pass	Ⓛ button + ⓐ button
One-two pass (ground)	Ⓛ button + ⓧ button (double tap)
One-two pass (lob)	Ⓛ button + ⓧ button + Ⓜ button
Low cross	Ⓜ button (double tap)
Early cross	Ⓛ button + Ⓜ button
Early low cross	Ⓛ button + Ⓜ button (double tap)

SHOOTING

Shoot/Header	Ⓞ button
Finesse shot	Ⓛ button + Ⓞ button
Chip shot	Ⓞ button + Ⓛ button (tap while Power Bar fills)

TRICKS

Press the **Ⓛ** button + move the Analog stick to perform skill moves while standing in place or running.

The tricks listed below can be executed when a player is facing forward (and moving the Analog stick **↑** at the same time).

Step-over	↑, ↑
Lane-change right	↑, ↗, →
Lane-change left	↑, ↖, ←
Lane-change right, cut left	→, ←
Lane-change left, cut right	←, →
360/Roulette left	↓, ↗, ←, ↖, ↑
360/Roulette right	↓, ↘, →, ↗, ↑
Flack ball up	↑, release the Analog stick then ↓, ↑

DEFENSE

DEFENDING

Switch player	ⓧ button
Conservative tackle/Clearance	Ⓞ button
Slide tackle	Ⓜ button
Jockey for ball	Ⓞ button (hold to track the player in possession and if possible move in to take the ball)
Call secondary defender	Ⓛ button

GOALKEEPER

Move/Aim kick or throw	Analog stick
Throw	ⓧ button
Kick	Ⓜ button/Ⓞ button (hold for increased power)
Drop ball	ⓐ button
Goalkeeper charge	ⓐ button (hold)

NOTE: If you don't pass to a teammate within six seconds after gaining possession your keeper automatically kicks the ball up-field.

SET PIECES

NEW QUICK CONTROLS

Keep your head in the game with the all-new Quick Controls system that enables you to prolong the tempo of a game. Quick free kicks, throw-ins, goal kicks, and corners can be executed on the fly, keeping you on the pitch and in the middle of the action.

When prompted, press the **Ⓛ** button to take a quick free kick, throw-in, goal kick, or corner to maintain your attacking momentum and keep up the pressure on the opposition.

CORNERS

Lib cross	Ⓜ button (hold for increased power)
Driven cross	Ⓞ button (hold for increased power)
Low cross	Ⓛ button + Ⓞ button
Short corner	ⓧ button
Lay off man	Ⓡ button (hold)



You Played the Game. Now Play the Music.

EA Soundtracks and Ringtones

Available at www.ea.com/eatrx/

SET PIECES (CONT.)

FREE KICKS	
Aim	Analog stick
Shot	Ⓐ button (hold for increased power)
Driven shot	Ⓐ button + Ⓐ button
Short pass	ⓧ button
Lob pass	Ⓢ button (hold for increased power)
Lay off man	Ⓐ button (hold)
Lay off man shot	Ⓐ button (hold) + Ⓐ button
Lay off man lob pass	Ⓐ button (hold) + Ⓢ button (hold for increased power)
Lay off pass into space	Ⓐ button (hold) + ⓧ button (ready for primary kicker's shot)
Lay off man switch sides	Ⓐ button + Analog stick ←/→

FREE KICK ADVANCED CONTROLS

BALL SPIN

While powering the kick and during the run-up, move the Analog stick to add sidespin, topspin, or backspin to the kick.

LAY-OFF MAN

Press the Ⓐ button to have a teammate roll the ball to you, or press and hold the Ⓐ button + move the Analog stick to switch the lay-off man to the other side. Press and hold the Ⓐ button and press the shot or lob button (Ⓐ button/Ⓢ button) to use the lay-off man to take the set piece. You can also press and hold the Ⓐ button + ⓧ button to lay off the ball for the primary kicker to take a shot.

FAKE SHOT

Press and hold the Ⓐ button and press any button for the primary kicker to fake the shot.

DEFENDING FREE KICKS	
Select player in wall	ⓧ button
Move wall	Analog stick ←/→
THROW-INS	
Move receiver	Analog stick
Switch receiver	ⓧ button
Leading throw	Ⓢ button
Direct throw	Ⓢ button

PENALTIES

THROW-INS	
Aim kick	Analog stick
Driven	Ⓐ button (hold for increased power)
Placed	Ⓐ button + Ⓐ button
DEFENDING A PENALTY KICK	
Dive/Move along goal line	Analog stick
Squat	Analog stick ↓
Wave arms	Analog stick ↑
Jumping jacks	Analog stick ←/→

PLAYING THE GAME

Challenge your biggest rivals in League, domestic cup, and UEFA Champions League games and feel the excitement of European soccer like never before.

NOTE: Most of the game modes and menu options in *UEFA Champions League 2006-2007* are self explanatory and are not covered in this manual. Exceptions are listed below.

YOUR PROFILE

Before taking the pitch be sure to create a personal Profile. Your Profile remembers all your game preferences, including your controller configuration, Favorite Team, audio preferences, and more. You can manage Your Profile by pressing the Ⓐ button from the Main menu or via the MY UEFA CL menu.

HISTORY BOOK AND UNLOCKABLES

The History Book tracks the objectives throughout various game modes. Spend your points in the Store to unlock new items such as official UEFA Champions League balls, stadiums, and more. You can access the Store from the MY UEFA CL menu.

ON THE PITCH

Make history with *UEFA Champions League 2006-2007*, the complete and authentic European soccer experience.

PLAYER FITNESS, SUBSTITUTIONS, AND INJURIES

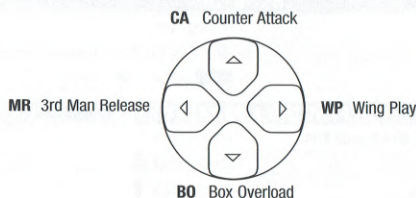
During a match a Fitness Bar of the player in possession of the ball (or nearest player to the ball when defending) appears at the foot of the screen. Lots of activity such as sprinting decreases the amount of energy in the Fitness Bar, but replenishes when a player returns to normal pace. You can sub in a less fatigued player at any point during a match at the Team Management screen (via the Pause menu).

A red X next to a player's name indicates that a player is injured and isn't performing at 100%.

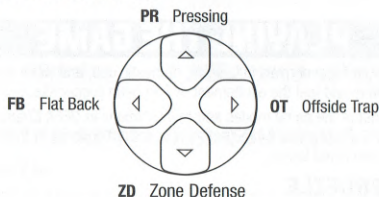
TACTICS

Press the D-button to make tactical adjustments to your team's attack on the fly. You can also press the Ⓐ button + D-button when playing defense.

ATTACKING TACTICS



DEFENSIVE TACTICS



SAVING AND LOADING

Before exiting a game mode (or a menu where changes have been made), be sure to save your progress to a Memory Stick Duo. All unsaved information will be lost otherwise.

NOTE: You can turn the Autosave feature OFF at the Edit Current Profile menu (via MY UEFA CL > Profile > Edit Current Profile).

NOTE: Changes to your game preferences made outside individual game modes are applied to all game modes. Changes made within game modes are specific to that competition (except Game Settings).

NOTE: To save, load, or edit a Profile press the **Ⓢ** button from the Main menu. To load previously saved files *after* you've started the game, select LOAD from the relevant game mode menu, select a file, then press the **Ⓢ** button.

PLAY NOW

Select two top-flight teams and your match preferences then get out of the tunnel and onto the pitch for a one-off match.

- After choosing your teams select GAME OPTIONS from the Pre-Match Central screen to adjust your game preferences.
- Before taking the pitch you can select your starting 11 from the Pre-Match Central screen (via the Team Management screen).

JUMP IN

To kick off a Play Now match with your favorite team press the **START** button from the Main menu.

OTHER GAME MODES

Reward yourself with every win. Complete challenging objectives in various game modes to unlock official UEFA Champions League balls, official stadiums, and more.

THE TREBLE

You've just one season to battle through your league and cup missions and take on a complete UEFA Champions League campaign to achieve the dream treble.

- Select MISSION HISTORY from the Season Central menu to keep track of your missions as set by your club to undertake during the season. Keep an eye on the objectives from the Treble Objectives entry in your History Book.

NEW PLAYSTATION®2 LINK

Transfer Treble mode files from your PlayStation®Portable system to your PlayStation®2 computer entertainment system and play *UEFA Champions League 2006-2007*—anytime, anywhere.

NOTE: A USB cable with mini-B connector is required to connect your PSP® system to your PlayStation®2 system.

Exporting Your Treble Mode Game

1. Once connected, select THE TREBLE from the Main menu and load your saved Treble mode game.
2. From The Treble hub menu, select PlayStation®2 LINK. Press the **Ⓢ** button at the prompt to begin searching for your PlayStation®2 system.
3. From your PlayStation®2 system, select THE TREBLE from the Main menu.
4. From the Load screen, press the **Ⓢ** button to select IMPORT PSP® TREBLE to begin searching for your PSP® system to establish the link.

NOTE: Your PSP® system and your PlayStation®2 system must be searching for the link at the same time.

Importing Your Treble Mode Game

1. Once connected, select PlayStation®2 LINK from the EA SPORTS™ EXTRAS menu and create a new game to import (or load a previously saved one).
2. From your PlayStation®2 system, select THE TREBLE from the Main menu and load your Treble mode game.
3. From The Treble hub menu, select SAVE, then select EXPORT VIA PSP® LINK to begin searching for your PSP® system to establish the link and export your game.

NOTE: Your PSP® system and your PlayStation®2 system must be searching for the link at the same time.

UEFA CHAMPIONS LEAGUE TOURNAMENT

Lead your team through the demanding rounds of the UEFA Champions League. Select the teams to compete in your tournament groupings, then kick off your campaign in the Group stages. Be sure to take note of the points that are awarded for completing various objectives listed in the UEFA CL TOURNAMENT entry in your History Book.

SIMULATE MATCH

From the Tournament Central menu, select **SIMULATE NEXT MATCH** to get a Quick or Visual Sim result of your next game. Select **QUICK SIM** to get an immediate result, or select **VISUAL SIM** to resolve a match with the option to intervene and call the shots from the touchline. You can access Team Management, view line-ups, or even choose to jump into the match while in progress. However, you're not allowed to return to a simulated match once it's interrupted.

ULTIMATE CHALLENGE

Replay some of the most memorable moments of UEFA Champions League history as you progress through each Champions League stage. Re-enact famous victories or avenge bitter defeats to complete your challenging missions where victory brings you a step closer to the Final scenarios.

MEDALS AND POINTS

Medals are linked to your objectives and can be awarded based on your performance after the final whistle. Each one comes with a points reward bonus. Meet your major objective and you win bronze. Hit your first bonus objective and grab silver. Net your second bonus objective to capture gold.

NEW WALL ATTACK

Work on your targeting and shooting prowess by practicing different kinds of shots at the wall while breaking blocks against the clock. Take your shots quickly, build your Multiplier Meter, and target bonus blocks to boost your score. But be sure to steer clear of all red card blocks.

Aim	Analog stick
Full shot	⊙ button
Lob shot	Ⓢ button
Low Shot	ⓧ button/△ button

NEW QUIZ

Think you know a bit about European soccer? Then see how many rounds you can progress through in the Quiz and aim for a top spot on the high score table.

MULTIPLAYER MODE

Across the room or across the nation challenge the best players with *UEFA Champions League 2006-2007* multiplayer games.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com.

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

NOTE: The player is responsible for any Wi-Fi fees.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other. Take on rivals in a Play Now match or a 2-player Juggling face-off.

MULTIPLAYER JUGGLING

Unleash trick balls against your opponent in an attempt to force him into making a mistake. Each type of player (ST, MF, DF, GK) has a different range of tricks in his locker.

Trick	Description
Feather ball	Slow motion effect for three kicks.
Hyper ball	Everything moves faster for three kicks.
Spin ball	Directional arrow spins, but stops before you have to hit the button.
Small ball	Target area decreases for five kicks.
Delayed ball	Delays appearance of directional arrow.
Flip ball	Colors invert on the directional arrow and directions are reversed.
Shield ball	Cancels one attack.
Mirror ball	Any tricks used against you reflect back to your opponent.
Thief ball	Randomly selects an opponent holding a trick and steals it.
Mystery ball	Initiates a random trick.
Life ball	Regains a lost ball life.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point, and a PC. For further information and set up details, please refer to the PSP system's Instruction Manual.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following port: **3658** (peer-to-peer connection).

HINT: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

MY UEFA CHAMPIONS LEAGUE

Set up *UEFA Champions League 2006-2007* to your personal preference and access all the info needed to help you dominate Europe's best.

Game Settings

Modify your game preferences.

NOTE: In The Treble and Ultimate Challenge modes, half lengths are set to 6 minutes and can't be changed.

Transfers

Customize any team in the game. Changes apply to all game modes except The Treble.

Team Management

Select your starting lineup, choose your formation, offensive and defensive tactics (see *Tactics* on p. 7-8), and dish out player roles.

Save Squads

Save changes that you have made to any squad from the Transfers screen.

My UEFA CL Store

Spend the points you've earned in the History Book to unlock a variety of rewards.

Profile

Create, edit, load, and save a Profile.

COACHING TIPS

PASSING

Guide a pass in the direction you are facing for greater accuracy. When receiving a pass, move forward to intercept the ball earlier and avoid a tackle.

PACE CONTROL

When enabled, attacking players dribble with the ball closer to their feet and under greater control. This decreases the chance of a defender stealing the ball.

THE FINESSE SHOT

Consistent goal scorers don't lose their cool when they have a shot on goal. Even when under pressure they find the time and make the room to control the ball first, before taking a controlled strike. So instead of spooning it into the stands, try a finesse shot to place the ball into the back of the net.

SECONDARY DEFENDER

Since missing a tackle could result in leaving an attacker on a clear run on goal, you may want to stay on your feet, block his route, and call in help. Press the **L** button to call in a secondary defender to make the challenge instead.

QUICK CONTROLS

 When taking a direct free kick at goal, check the distance indicator to judge whether a shot at goal is the best option with your selected player.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

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If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions.

US 1 (650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

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Register your game online at
www.eagamereg.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

15662

IT'S EASY. IT'S FAST. IT'S WORTH IT!



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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

Mailing Address: Electronic Arts Technical Support
P.O. Box 9025
Redwood City, CA 94063-9025

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In the United Kingdom, contact:

Electronic Arts Ltd.

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Chertsey, KT16 0YL, UK

Phone (0870) 2432435

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10am to 8pm. If you are under 18 years of age parental consent required.

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